

Amendments to the Claims:

1-60 (canceled).

61 (new): A method for providing a sequence of entertainment pieces or compositions, the method comprising:

- applying different actions on pieces or compositions by a user;
- capturing automatically said user's preference based on said step of applying different actions on said pieces or compositions;
- updating continuously said user's preference using said different actions on said pieces or compositions by said user; and
- selecting automatically pieces or compositions based on said updated user's preferences.

62 (new): A method as in claim 61 wherein said user's preference is at least partially based on user action to repeat; replay; or go-back to a piece or composition that previously played.

63 (new): A method as in claim 61 wherein said user's preference is at least partially based on user action to select a particular piece or composition for playback.

64 (new): A method as in claim 61 wherein said user's preference is at least partially based on user action to skip or forward-past the rest of a currently playing piece or composition.

- 65 (new): A method as in claim 61 wherein said user's preference is at least partially based on user action to stop a currently playing piece or composition; and initiate the play of another piece or composition.
- 66 (new): A method as in claim 61 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition.
- 67 (new): A method as in claim 61 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition; wherein said user experienced said stopped piece or composition for at least a recognition-time threshold before taking action.
- 68 (new): A method as in claim 61 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play another piece or composition; wherein the sooner the user took action when experiencing a piece or composition, the greater the reduction of said user's preference for said stopped composition.
- 69 (new): A method as in claim 61 further comprising: adjusting said preference at least partially based upon the number of times said user has experienced the full piece or composition; wherein said user did not take action to interrupt said piece or composition in-order to go to another piece or composition.
- 70 (new): A method as in claim 61 further comprising: determining said user's preference at least partially based on using a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied on the same piece or composition; or said actions were applied on pieces or compositions that are related to each other.

- 71 (new): A method as in claim 61 wherein said applying and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's actions that occurred at a plurality of said user devices.
- 72 (new): A method as in claim 61 wherein said applying and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path.
- 73 (new): A method as in claim 61 wherein said applying and capturing occurs at a plurality of user devices; wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path; wherein said selecting is at least partially based on a desired ordering of said pieces or compositions; that are heard by said user across said plurality of user devices.
- 74 (new): A method as in claim 61 wherein said selecting is at least partly influenced by a preferred-period between automatically replaying a piece or composition for said user; wherein the preferred-period is shorter the higher the user preference for the piece or composition.
- 75 (new): A method as in claim 61 wherein said selecting is at least partly influenced by an objective to exceed a minimum time before automatically replaying a piece or composition for said user; when said user preference for a piece or composition has dropped below a certain level.
- 76 (new): A method as in claim 61 further comprising: excluding a piece or composition from said selecting; when said user preference for a piece or composition has dropped below a certain level.

77 (new): A method as in claim 61 further comprising: maintaining a history of said user actions; said user preferences and said selections.

78 (new): A method as in claim 61 further comprising: providing a piece or composition in said sequence by automatically selecting pieces or compositions based on said updated user's preferences; when there are no pending user actions available to be applied.

79 (new): A method as in claim 61 further comprising: adjusting said user preference at least partially based on user action that indicates a user's likeability of or desire to more frequently experience; the currently playing piece or composition.

80 (new): A method as in claim 61 further comprising:

- correlating said preferences from a plurality of other user's, for pieces or compositions that are both familiar and probably unfamiliar to a specific said user; and
- selecting a least one piece and composition that is probably unfamiliar to a said specific user based on said correlating.

81 (new): A method for providing a sequence of entertainment pieces or compositions, the method comprising:

- applying different actions on pieces or compositions by a user;
- automatically capturing said user's preference based on said step of applying different actions on said pieces or compositions;
- continuously updating said user's preference using said different actions on said pieces or compositions by said user; and
- whenever said actions by said user to provide pieces or compositions have been satisfied; providing a piece or composition in said sequence by automatically selecting pieces or compositions based on said updated user's preferences.

82 (new): A method as in claim 81 wherein said user's preference is at least partially based on user action to repeat; replay; or go-back to a piece or composition that previously played.

83 (new): A method as in claim 81 wherein said user's preference is at least partially based on user action to select a particular piece or composition for playback.

84 (new): A method as in claim 81 wherein said user's preference is at least partially based on user action to skip or forward-past the rest of a currently playing piece or composition.

85 (new): A method as in claim 81 wherein said user's preference is at least partially based on user action to stop a currently playing piece or composition; and initiate the play of another piece or composition.

- 86 (new): A method as in claim 81 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition.
- 87 (new): A method as in claim 81 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition; wherein said user experienced said stopped piece or composition for at least a recognition-time threshold before taking action.
- 88 (new): A method as in claim 81 wherein said user's preference is at least partially based on: a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play another piece or composition; wherein the sooner the user took action when experiencing a piece or composition, the greater the reduction of said user's preference for said stopped composition.
- 89 (new): A method as in claim 81 further comprising: adjusting said preference at least partially based upon the number of times said user has experienced the full piece or composition; wherein said user did not take action to interrupt said piece or composition in-order to go to another piece or composition.
- 90 (new): A method as in claim 81 further comprising: determining said user's preference at least partially based on using a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied on the same piece or composition; or said actions were applied on pieces or compositions that are related to each other.

- 91 (new): A method as in claim 81 wherein said applying and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's actions that occurred at a plurality of said user devices.
- 92 (new): A method as in claim 81 wherein said applying and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path.
- 93 (new): A method as in claim 81 wherein said applying and capturing occurs at a plurality of user devices; wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path; wherein said selecting is at least partially based on a desired ordering of said pieces or compositions; that are heard by said user across said plurality of user devices.
- 94 (new): A method as in claim 81 wherein said selecting is at least partly influenced by a preferred-period between automatically replaying a piece or composition for said user; wherein the preferred-period is shorter the higher the user preference for the piece or composition.
- 95 (new): A method as in claim 81 wherein said selecting is at least partly influenced by an objective to exceed a minimum time before automatically replaying a piece or composition for said user; when said user preference for a piece or composition has dropped below a certain level.
- 96 (new): A method as in claim 81 further comprising: excluding a piece or composition from said selecting; when said user preference for a piece or composition has dropped below a certain level.

97 (new): A method as in claim 81 further comprising: maintaining a history of said user actions; said user preferences and said selections.

98 (new): A method as in claim 81 further comprising: adjusting said user preference at least partially based on user action that indicates a user's likeability of or desire to more frequently experience; the currently playing piece or composition.

99 (new): A method as in claim 81 further comprising:

- correlating said preferences from a plurality of other user's, for pieces or compositions that are both familiar and probably unfamiliar to a specific said user; and
- selecting a least one piece and composition that is probably unfamiliar to a said specific user based on said correlating.

100 (new): Apparatus for providing a sequence of entertainment pieces or compositions, comprising:

- a user interface to apply different actions on pieces or compositions by a user;
- a processing capability to automatically capture said user's preference based on said different actions on said pieces or compositions applied via said user interface;
- a processing capability for continuously updating said user's preference using said different actions on said pieces or compositions by said user; and
- a processing capability for automatically selecting pieces or compositions based on said updated user's preferences.